

ANNA ROSENBERG

anr6921@rit.edu

(414) 902-0277

<https://www.people.rit.edu/anr6921/portfolio>

OBJECTIVE | To obtain a cooperative education position testing, developing and designing software/games. Available late May 2017 - December 2017.

EDUCATION | **ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER NY**

Bachelors of Science in Game Design & Development

Expected graduation Spring of 2019

GPA: 3.3

- Dean's list: Spring 2016, Fall 2016
- RIT Achievement Scholarship

SKILLS |

- Languages: C#, HTML/CSS
- Developer tools: Visual Studio, MonoGame
- Software: Adobe Photoshop, Maya
- Version Control: Github, KGCOE RIT-Git

PROJECTS | *Hello, World!* (WiC Hackathon 2017)

Made in 24 hours for WiC Hackathon using Monogame C#. Worked as lead Game Designer and Architect. Won best Teaching Programming hack and best Open Source Hack.

Gloombox (August 2016 – Present)

2D puzzle platformer in Unity. Working with graduate students on their capstone project, providing concept art and refined assets.

Unmasked (Class Project, Fall 2016)

2D platformer made with C# in Monogame. Programmed animation methods and created animated player sprite sheets. Designed all levels and implemented them using an external editor.

EXPERIENCE | **GAMESTOP**

SEASONAL SALES ASSOCIATE | WINTER 2016

- Customer service and point of sale
- Provided insight and gave thoughtful suggestions on games

VACATION EXPERTS INTERNATIONAL

CALL CENTER REPRESENTATIVE | SUMMER 2016

- Handled incoming and outgoing customer calls
- Met and exceeded sales goals

**EXTRA
CURRICULAR** |

-Appointed Xi Apparel position in Alpha Xi Delta (12/16)

-Women in Computing (WiC) 2017 Hackathon: won Best Teaching Programming Hack by Hubspot and Best Open Source Hack by Red Hat